

Department of English Language
College of Education for Women
University of Baghdad
Lord of The Flies By William Golding

&

Animal Farm By George Orwell
A Lecture Presented and Designed for the Fourth
Level Students on the Conflict between Civilization and
Savagery

By

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Course title: Modern Novel

January, 28, 2017

CIVILIZATION VS. SAVAGERY

The central concern of *Lord of the Flies* is the conflict between two competing impulses that exist within all human beings: the instinct to live by rules, act peacefully, follow moral commands, and value the good of the group against the instinct to gratify one's immediate desires, act violently to obtain supremacy over others, and enforce one's will. This conflict might be expressed in a number of ways: civilization vs. savagery, order vs. chaos, reason vs. impulse, law vs. anarchy, or the broader heading of good vs. evil. Throughout the novel, Golding associates the instinct of civilization with good and the instinct of savagery with evil.

Generally, however, Golding implies that the instinct of savagery is far more primal and fundamental to the human psyche than the instinct of civilization. Golding sees moral behavior, in many cases, as something that civilization forces upon the individual rather than a natural expression of human individuality. When left to their own devices, Golding implies, people naturally revert to cruelty, savagery, and barbarism. This idea of innate human evil is central to *Lord of the Flies*, and finds expression in several important symbols, most notably the beast and the sow's head on the stake. Among all the characters, only Simon seems to possess anything like a natural, innate goodness.

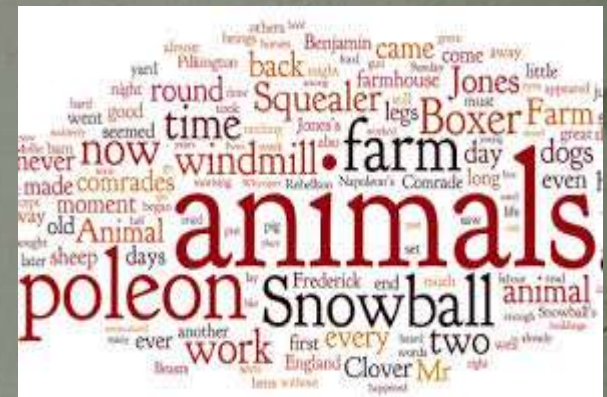
The novel functions as a study of mankind's basic nature



His not realizing what has happened on the island mirrors his own inability to recognize evil within himself and all mankind.



Animal Farm's theme of evil prevailing over good is important to society because it shows how easy it is for a powerful leader to oppress the common people

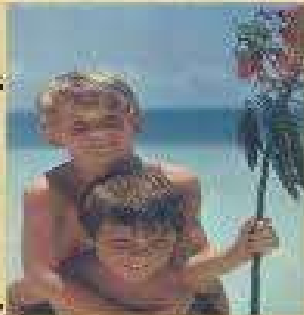


The central theme of Animal Farm is that evil government prevails while good is oppressed as long as the majority of the citizens are kept ignorant.

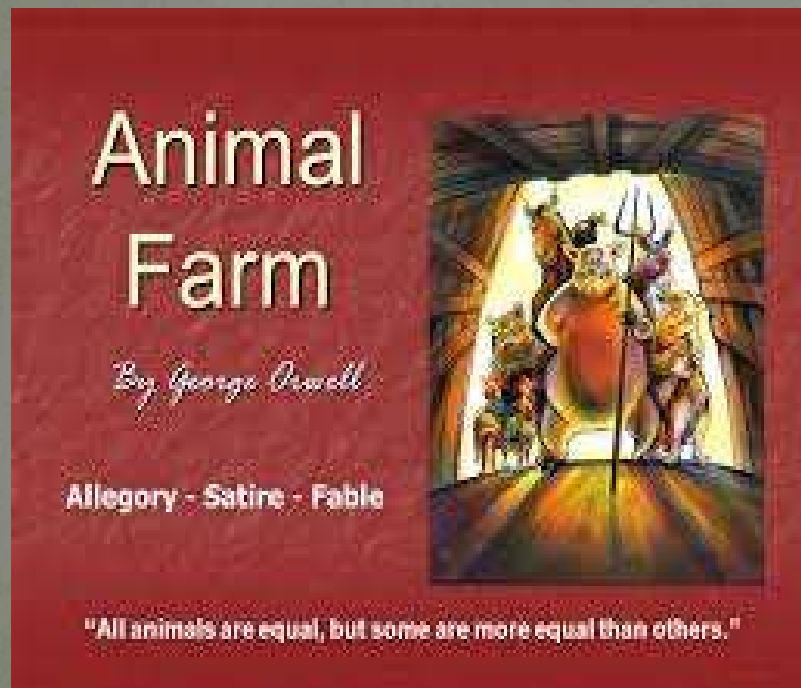


Sam and Eric

- A pair of twins allied with Ralph.
- Sam and Eric are always together, and the other boys often treat them as a single entity, calling them "Samneric."
- The easily excitable Sam and Eric are part of the group known as the "bigguns."
- At the end of the novel, they fall victim to Jack's manipulation.




The moral of his story: Nothing good can come out of a society where freedom is attacked



Setting

Manor Farm, England



Animal Farm is a timeless setting symbolizing that the events of the story could take place any time, any place where someone has too much power.

The image is a blue rectangular box containing text and a photograph. At the top, the word 'Setting' is written in a white, serif font. Below it, 'Manor Farm, England' is written in a smaller, white, sans-serif font. To the right of this text is a small, square photograph of a rural landscape. The photograph shows a red barn in the foreground, with rolling green hills and a cloudy sky in the background. Below the photograph, a paragraph of text in a white, sans-serif font reads: 'Animal Farm is a timeless setting symbolizing that the events of the story could take place any time, any place where someone has too much power.'

Characters

Animal Farm
By
George Orwell

Napoleon



Napoleon is a pig who is very cunning and ambitious. He is the one who convinces the other animals that they need a strong leader to protect them from the humans. He is the one who takes over the farm and becomes the dictator.

Snowball is a pig who is very intelligent and idealistic. He is the one who comes up with the idea of the Seven Commandments and the plan to build a windmill. He is the one who is killed by Napoleon's dogs.

Snowball



Boxer

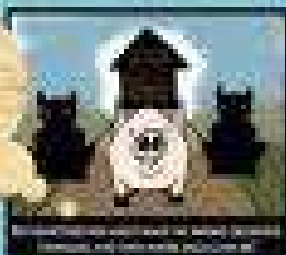


Boxer is a horse who is very hardworking and loyal. He is the one who builds the windmill and works long hours for the farm. He is the one who is killed by Napoleon's dogs.

Old Major

Old Major is a pig who is very old and wise. He is the one who inspires the animals to rebel against the humans. He is the one who dies and his death is the catalyst for the revolution.

Squealer



Squealer is a pig who is very cunning and manipulative. He is the one who convinces the other animals that Napoleon is the best leader for them. He is the one who lies to the animals and keeps them in line.



A tame raven who tells the animals stories about a paradise called Sugarcandy Mountain.

Moses



Mollie

A vain horse who prefers ribbons and sugar over ideas and rebellion. She is eventually bred off the farm.

Benjamin



A cynical, pessimistic donkey who continually undermines the animals' enthusiasm.

There is nothing natural about the way animals are cared for on factory farms. ... Factory farm workers are made to view these animals as machines ("Putting Meat"). ... The way animals are treated in factory farms is repulsive and inhumane



So animals take control of the farm and create principles of Animalism, which are allegory to the principles of Communism created by Carl Marks.



Boxer represents all of the invisible labor that undergirds the political drama being carried out by the elites





“Goodness is something chosen. When
a man cannot choose he ceases to be a
man.”

— Anthony Burgess, *A Clockwork
Orange*



**Last But
Not least
Thanks
for
listening
to
everyone**